Sublime Exhalation {6}{W}



Sorcery

Undaunted *(This spell costs {1} less to cast for each opponent.)*

Destroy all creatures.

Exhale, and let the winds carry your soul for all eternity.

005/351 R
C16 • EN ► Lake Hurwitz

™ & © 2016 Wizards of the Coast

Sublime Exhalation {6}{W}

Sorcery

Undaunted *(This spell costs {1} less to cast for each opponent.)*

Destroy all creatures.

Exhale, and let the winds carry your soul for all eternity.

005/351 R
C16 • EN ► Lake Hurwitz

™ & © 2016 Wizards of the Coast

Sublime Exhalation {6}{W}

Sorcery

Undaunted *(This spell costs {1} less to cast for each opponent.)*

Destroy all creatures.

Exhale, and let the winds carry your soul for all eternity.

005/351 R
C16 • EN ► Lake Hurwitz

™ & © 2016 Wizards of the Coast

Sublime Exhalation {6}{W}



Sorcery

Undaunted *(This spell costs {1} less to cast for each opponent.)*

Destroy all creatures.

Exhale, and let the winds carry your soul for all eternity.

005/351 R
C16 • EN ► Lake Hurwitz

™ & © 2016 Wizards of the Coast

Sublime Exhalation {6}{W}

Sorcery

Undaunted *(This spell costs {1} less to cast for each opponent.)*

Destroy all creatures.

Exhale, and let the winds carry your soul for all eternity.

005/351 R
C16 • EN ► Lake Hurwitz

™ & © 2016 Wizards of the Coast

Sublime Exhalation {6}{W}

Sorcery

Undaunted *(This spell costs {1} less to cast for each opponent.)*

Destroy all creatures.

Exhale, and let the winds carry your soul for all eternity.

005/351 R
C16 • EN ► Lake Hurwitz

™ & © 2016 Wizards of the Coast

Sublime Exhalation {6}{W}



Sorcery

Undaunted *(This spell costs {1} less to cast for each opponent.)*

Destroy all creatures.

Exhale, and let the winds carry your soul for all eternity.

005/351 R
C16 • EN ► Lake Hurwitz

™ & © 2016 Wizards of the Coast

Sublime Exhalation {6}{W}

Sorcery

Undaunted *(This spell costs {1} less to cast for each opponent.)*

Destroy all creatures.

Exhale, and let the winds carry your soul for all eternity.

005/351 R
C16 • EN ► Lake Hurwitz

™ & © 2016 Wizards of the Coast

Sublime Exhalation {6}{W}

Sorcery

Undaunted *(This spell costs {1} less to cast for each opponent.)*

Destroy all creatures.

Exhale, and let the winds carry your soul for all eternity.

005/351 R
C16 • EN ► Lake Hurwitz

™ & © 2016 Wizards of the Coast